

GAME BOY ADVANCE

AGB-BBAE-USA


SeaWorld.
ADVENTURE PARKS

Shamu's
**DEEP SEA
ADVENTURES**

INSTRUCTION BOOKLET

ACTIVISION



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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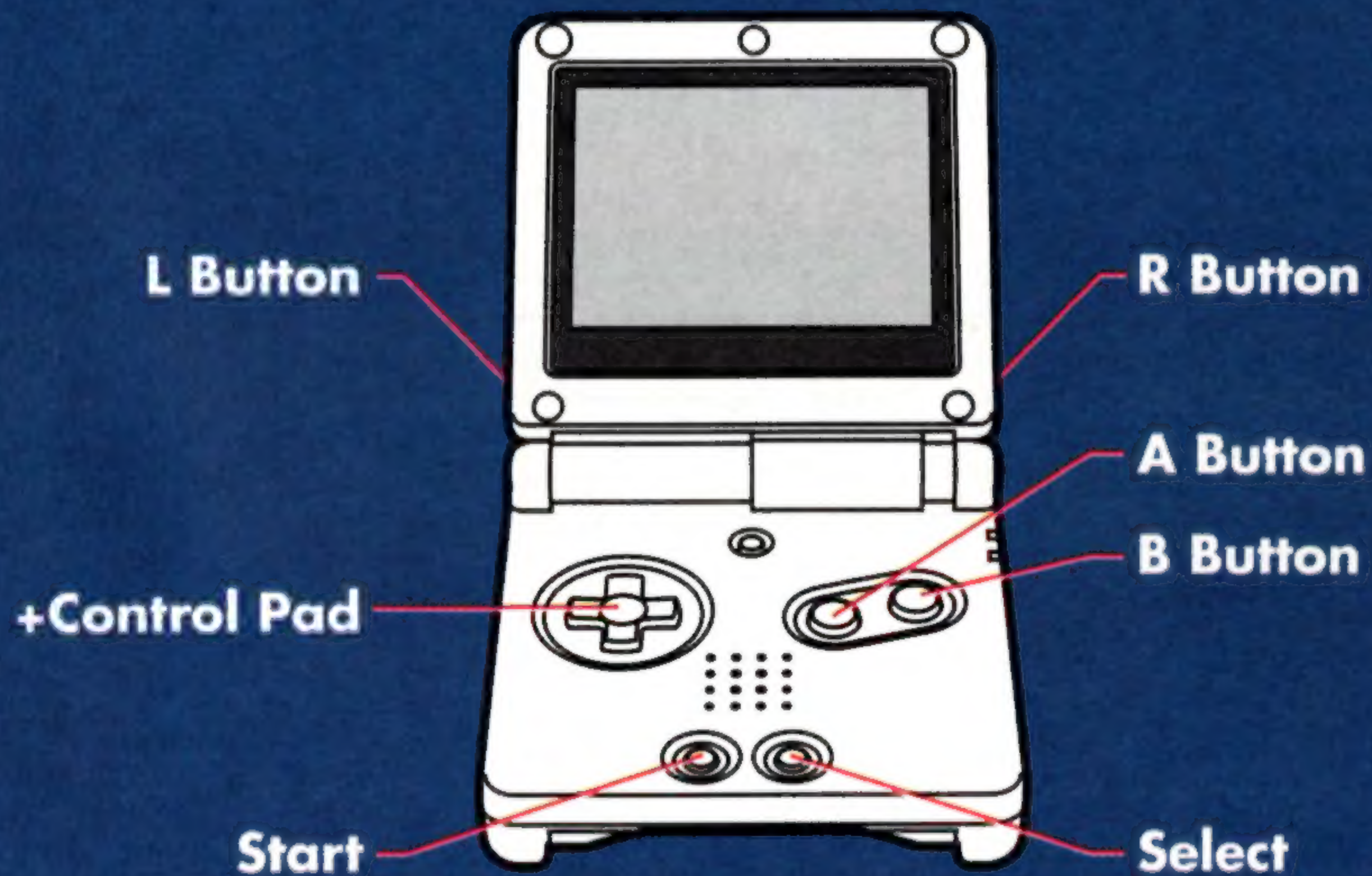
SeaWorld
ADVENTURE PARKS

Shamu's **DEEP SEA ADVENTURES**

Getting Started

To begin playing, insert the **Shamu's Deep Sea Adventures** Game Pak into your Game Boy[®] Advance system, and switch the Power on.

Controls



GAME BOY® ADVANCE SP

Basic Controls

While Underwater:

+Control Pad Up	Move Up
+Control Pad Down	Move Down
+Control Pad Right	Move Right
+Control Pad Left	Move Left
A Button	Head Bash
B Button	Push/Pull
L Button	Dash/Jump
R Button	Map
Start	Pause the game

While Jumping:

A Button	Tail Flip
B Button	Splash
L Button	Double Jump
R Button	Map
Start	Pause the game

Special Moves

Jump out of the water	Press the Dash button close to the surface. Use it to jump over obstacles.
Double Jump	Press the Dash button while jumping. Use it to jump over very high obstacles.
Grab Object	Move over an object and it will be picked up automatically.
Water Splash	Press the B button or down on the +Control Pad while jumping. Use it to splash water on dirty objects, etc.

Tail Flip	Press the head bash button while jumping. Use it to toggle switches above the water. You will learn this move as you progress through the game.
Push	Move toward the object you want to push, and press the push/pull button. You will learn this move as you progress through the game.
Pull	Press the push/pull button next to an object and move backward. You will learn this move as you progress through the game.
Head Bash	Press the head bash button while under the water. Use this to attack enemies and to hit underwater switches.

Story

The attack of the Kraken surprised everybody.

Shamu was having fun at his show, splashing water on the visitors of SeaWorld just like everyday. As the crowd's final cheer for the end of the show was heard, low rumbling could be felt. Gigantic tentacles broke through the walls and started smashing everything.

Shamu quickly dodged the tentacles and avoided the falling chunks of wall. He swam to safety as fast as he could, sad at seeing his beautiful park destroyed. Why did this giant squid attack SeaWorld? Perhaps the old sage Horacio, the manatee, would know. Shamu hoped Horacio was safe with his friends Clyde the sea lion and Del the dolphin.

He had to find them, to make sure they were safe! Little did he know that his adventure would bring him much farther than that, and into the heart of the sunken city of Atlantis!

Characters

Shamu



Shamu is a strong and curious whale. He's very agile and loves to play. He loves his home, SeaWorld, and has never been in the high sea. Although his adventure is exciting to him, he will have to gather all of his courage to reach the depths of Atlantis and restore SeaWorld to its former glory.

Horacio the Manatee



Horacio is thousands of years old and one of the last manatees of his kind. Horacio holds the keys to many secrets of the deep, and this story is perhaps the biggest one of them all.

Clyde the Sea Lion



Clyde is a young sea lion who has gone missing after the Kraken's attack on SeaWorld. He might have something to teach Shamu if Shamu can find and rescue him.

Del the Dolphin



Del is a playful dolphin who feels right at home when it comes to adventuring. He's the alter ego of Shamu, which is why they're the best of friends. After the Kraken's attack, he's nowhere to be found and Shamu is determined to find and rescue him.

The Kraken



The Kraken, a minion of Poseidon, is a giant squid capable of sinking SeaWorld and brining Atlantis back to the surface. Shamu must stop him before his home is completely destroyed.

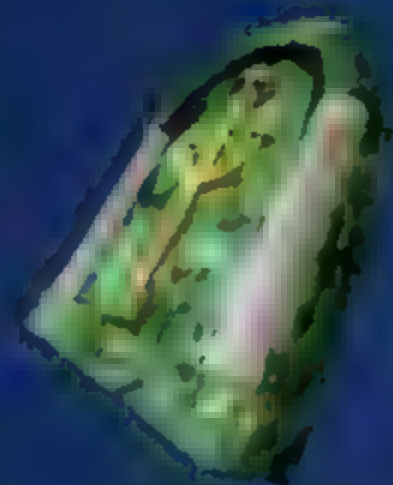
Poseidon



Poseidon, the underwater god, is the man behind the destruction of SeaWorld. He plans to restore the sunken domain of Atlantis to its past glory, imprisoning all the SeaWorld animals.

Collectibles

Atlantis Tablets



These ancient tablets, protected by Horacio, were scattered during the Kraken's attack on SeaWorld. You will need their power to open the way to further levels in the game. You will need 5 Atlantis Tablets to access Atlantis, 10 to access New Atlantis and 20 for the final confrontation with Poseidon.

Kraken Krystals



These crystals are scattered all over the ocean and give power to Shamu when he collects them. If he takes damage from an enemy, he drops his collection of krystals and must pick them up quickly to make sure that the next hit he takes doesn't KO him. Collect 100 Kraken Krystals to earn a bonus Atlantis Tablet!

Treasure Chests



101 of these chests are hidden in difficult to reach locations. Find 4 to unlock a piece of art in the gallery. Can you find them all?

Main Menu

From the main menu you can access the following elements:

Play - Choose this to start playing the game. You will be prompted to create, erase or continue one of 3 different saved games.

Options - In this menu you can toggle the sound and music on and off.

Controls - Choose what control scheme you prefer in this screen.

Credits - See the team that created Shamu's Deep Sea Adventures here.

Art Gallery - You can view all the art you've unlocked by finding treasure chests here.

Game Screens

Main Game Screen



Level Select Screen

From this screen you can select which level to play. By playing through previously completed levels you can find more secret chests and Atlantis Tablets.



HINTS

- Come back to previous levels to find Atlantis Tablets you might have missed.
- Look at the map often to avoid getting lost.
- Sunken treasure chests are all over the place, search everywhere!
- If you find the 101st treasure chest, something special might happen.

Customer Support

Note: Please do not contact customer support for hints/codes/cheats; only technical issues.

Internet: <http://www.activisionvalue.com>

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions.

Email: support@activisionvalue.com

A response might take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Fax: (952) 918-9560, 24 hours a day

Phone: (952) 918-9500

Contact a customer support representative between the hours of 1:00 p.m. and 4:00 p.m. (Central Time) Monday, 10:00 a.m. and 4:00 p.m. (Central Time) Tuesday through Thursday, except holidays.

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